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(54) **RENDERING OF VIRTUAL HAND POSE
BASED ON DETECTED HAND INPUT**

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(57) **ABSTRACT**

In some implementations, a method is provided, including the following operations: receiving, from a controller device, controller input that identifies a pose of a user's hand; determining a degree of similarity of the controller input to a predefined target input; rendering in a virtual space a virtual hand that corresponds to the controller device, wherein when the degree of similarity exceeds a predefined threshold, then the virtual hand is rendered so that a pose of the virtual hand conforms to a predefined hand pose, and wherein when the degree of similarity does not exceed the predefined threshold, then the virtual hand is rendered so that the pose of the virtual hand dynamically changes in response to changes in the controller input.

